43 Battle Plate Marshal

LEVEL 10 | AC 26 | DEF 22 | SPEED 5 | HP 65

ATTACK ACTIONS

Greataxe: +17 vs AC; 20 Damage

Wolf Pack Tactics: 1 ally adjacent to this creature or to target shifts 1 square, then this creature attacks; +17 vs AC; 20 Damage

ABILITIES
Dwarf • Martial

SPECIAL POWERS

Orc Slayer: +5 Damage against Orc targets.

CHAMPION 3 ❑❑❑

Warband Building: All Dwarf creatures are legal in your warband.

- Use when a Dwarf ally activates. That ally moves up to its Speed.
- Use at start of round. Until end of round, creatures in your warband have +2 Attack and +5 Damage against creatures that have already activated this round.

49 Dwarf Ancestor

LEVEL 11 | AC 27 | DEF 21 | SPEED 5 | HP 85

ATTACK ACTIONS

Maul: +16 vs AC; 20 Damage

❑ **Moradin's Righteous Fury:** This creature moves up its Speed (minimum 1 square) and then makes an attack against each enemy within Reach, +16 vs DEF (Fort); 20 + 10 thunder Damage AND push 2 squares. RECHARGE when this creature uses Stone Form.

ABILITIES
Dwarf • Construct
+4 DEF (Fort)
Reach 2

SPECIAL POWERS

❑ **Blink Out:** Minor action; until end of turn, this creature has Conceal 11 and Phasing and does not provoke opportunity attacks.

Stone Form: Replaces attack action: This creature cannot take actions, does not provide flanking, and has Resist 20 All. It does not count as a creature in a victory area for the purpose of scoring VP. This effect lasts until the start of this creature's next turn.

17 Earth Shugenja

LEVEL 6 | AC 20 | DEF 18 | SPEED 6 | HP 45

ATTACK ACTIONS

Short Sword: +13 vs AC; 15 Damage

Earth Blast: (range 5) +11 vs DEF (Fort); 10 Damage AND Slowed AND target loses Burrow until end of its next turn

ABILITIES
Human • Divine • Earth
+4 DEF (Fort)

SPECIAL POWERS

❑❑ **Earth's Strength:** Minor action; 1 ally within 5 squares of this creature has +2 Attack and +5 Damage until end of its next turn.

❑ **Word of Healing:** Minor action; 1 ally within 5 squares of this creature heals 15 HP.

34 Githzerai Monk

LEVEL 10 | AC 26 | DEF 22 | SPEED 8 | HP 65

ATTACK ACTIONS

Ki Fist: +15 vs AC; 15 Damage

❑❑ **Pressure Point Strike:** +13 vs DEF (Fort); 15 Damage AND Dazed (save ends)

ABILITIES
Githzerai • Ki
+4 DEF (Ref)

Defensive Mobility: +5 AC against opportunity attacks while moving.

SPECIAL POWERS

Mobile Melee Attack: Immediate, after resolving this creature's attack; shift 1 square.

❑ **Unavoidable Strike:** This creature's next attack is a critical.

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17 Gold Dwarf Soldier

LEVEL 5 | AC 22 | DEF 18 | SPEED 5 | HP 45

ATTACK ACTIONS

Warhammer: +12 vs AC; 10 Damage

Cleaving Sweep: +10 vs AC; 10 Damage AND 10 Damage to a different enemy adjacent to this creature

ABILITIES
Dwarf • Martial

SPECIAL POWERS

Stubborn Resilience: +4 DEF while adjacent to a Dwarf ally.

Watch Your Back: Dwarf allies adjacent to this creature do not grant combat advantage to enemies for flanking.

48 Half-Orc Paladin

LEVEL 11 | AC 26 | DEF 22 | SPEED 5 | HP 70

ATTACK ACTIONS

Bastard Sword: +17 vs AC; 15 Damage

❑ **Thunder Smite:** +15 vs AC; 20 thunder Damage AND Dazed

ABILITIES
Good • Half-Orc • Divine

SPECIAL POWERS

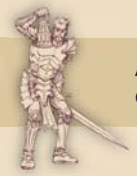
Divine Challenge: Minor action; choose 1 enemy within 5 squares of this creature; until start of this creature's next turn, whenever that enemy attacks, if it does not target this creature, it takes 10 radiant Damage and has -2 Attack on that attack roll.

CHAMPION 2 ❑❑

- Use at start of round. Until end of round, allies have +5 Damage against higher-level targets.
- Use when any creature fails a save. That save succeeds instead.

12 Lantern Bearer

LEVEL 5 | AC 21 | DEF 17 | SPEED 5 | HP 40



ATTACK ACTIONS

Longsword: +12 vs AC; 10 Damage

❑ **Lantern Blast:** (blast 3) +8 vs DEF (Ref); 10 radiant Damage AND this creature loses Illuminator until start of its next turn

ABILITIES
Good • Human • Martial

SPECIAL POWERS

Holy Beacon: Evil creatures within 5 squares of this creature have -2 Attack.

Illuminator: Creatures within 5 squares of this creature do not benefit from Conceal or Hide and are not invisible.

34 Loyal Earth Elemental

LEVEL 9 | AC 23 | DEF 23 | SPEED 5 | HP 65

ATTACK ACTIONS

Slam: +16 vs AC; 15 Damage

❑ **Earth Stomp:** (burst 1) +14 vs DEF (Fort); 15 Damage AND Immobilized

ABILITIES
Elemental • Earth
Burrow
+4 DEF (Fort)
Reach 2

Tremorsense: Blindsight against creatures without Flight.

SPECIAL POWERS

Cleave: Immediate, when this creature's attack destroys an enemy; make a attack. Usable once per turn.

74 Marut

LEVEL 15 | AC 29 | DEF 27 | SPEED 6 | HP 85

ATTACK ACTIONS

Slam: +20 vs AC; 10 + 10 thunder Damage

Inevitable Push: +20 vs AC; 15 + 10 thunder Damage AND push 2 squares AND this creature shifts 1 square

Mass Inflict Light Wounds: (radius 1 within 10) +18 vs DEF (Ref); 15 necrotic Damage

ABILITIES

Immortal • Planar

Resist 15 Thunder

Blindsight: Ignores Conceal; treats invisible creatures as visible.

Reach 2

SPECIAL POWERS

Single-Minded: On its turn, this creature cannot move or attack a nonchampion if an enemy champion is within its Reach.

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52 Medium Silver Dragon

LEVEL 12 | AC 26 | DEF 24 | SPEED F6 | HP 75

ATTACK ACTIONS

Bite: +19 vs AC; 20 Damage

❑ **Cold Breath:** (blast 3) +17 vs DEF (Fort); 25 cold Damage AND Immobilized (save ends). RECHARGE when first Bloodied.

Wing Slap: +17 vs DEF (Ref); 15 Damage AND Dazed

ABILITIES

Good • Dragon

Flight

Resist 10 Cold

CHAMPION 1 ❑

• Use at start of round. Until end of round, when a creature in your warband eliminates an Unaligned enemy, you score +5 VP

• Use at start of round. Until end of round, allies are not affected by this creature's Cold Breath.

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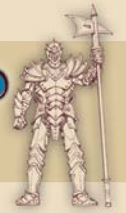
10 Royal Guard

LEVEL 5 | AC 20 | DEF 16 | SPEED 5 | HP 35

ATTACK ACTIONS

Halberd: +11 vs AC; 10 Damage

❑ **Hamstring Sweep:** +9 vs DEF (Ref); 15 Damage



ABILITIES

Human • Martial

Reach 2

SPECIAL POWERS

Set Against Charge 10: Immediate, when a charging enemy moves into a square adjacent to this creature; that enemy takes 10 Damage.

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46 Slayer of Domiel

LEVEL 11 | AC 25 | DEF 23 | SPEED 6 | HP 70

ATTACK ACTIONS

Sword and Dagger: +16 vs AC; 20 Damage

ABILITIES

Good • Human • Martial

Hide

SPECIAL POWERS

Evil Slayer 5: +5 Damage against Evil targets.

Marked Target: You score double VP for the first enemy this creature eliminates.

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

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65 Aspect of Kord

LEVEL 14 | AC 26 | DEF 24 | SPEED 8 | HP 105

ATTACK ACTIONS

Sword of Kord: +17 vs AC; 30 Damage

Blade of Battle: +21 vs AC; 20 Damage AND -2 AC until end of round

ABILITIES

Immortal • Divine

Reach 2

SPECIAL POWERS

Glory in Battle: +10 Damage until end of turn whenever this creature is the first to activate in a round.

Vengeance: Immediate, when an adjacent ally is destroyed; this creature makes a attack.

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39 Dromite Wilder

LEVEL 10 | AC 24 | DEF 22 | SPEED 7 | HP 40

ATTACK ACTIONS

Short Sword: +17 vs AC; 15 Damage

Cold Ray: (sight) +15 vs DEF (Ref); 10 cold Damage

❑ **Electricity Burst:** (burst 4) +15 vs DEF (Fort); 20 lightning Damage

ABILITIES

Dromite • Psionic

Resist 20 Lightning

Blindsight: Ignores Conceal; treats invisible creatures as visible.

SPECIAL POWERS

Overchannel: Minor action, once per turn; this creature takes 5 Damage. Until end of turn, it has +10 Damage and -2 Attack.

Wild Surge: Scores criticals on attack rolls of natural 17+ with and attacks.

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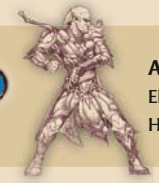
15 Elf Stalker

LEVEL 5 | AC 20 | DEF 18 | SPEED 6 | HP 40

ATTACK ACTIONS

Longsword: +10 vs AC; 10 Damage

Twin Strike Bow: (sight) 2 attacks, +10 vs AC each; 5 Damage each



ABILITIES

Elf • Martial

Hide

SPECIAL POWERS

❑ **Deadeye Shot:** Minor action; +5 Damage until end of turn. RECHARGE at end of this creature's turn if it did not hit with an attack that turn.

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100 Elminster of Shadowdale

LEVEL 17 | AC 28 | DEF 29 | SPEED 6 | HP 95

ATTACK ACTIONS

Longsword: +20 vs AC; 15 + 10 thunder Damage

❑ **Mystra's Curse:** (sight) +19 vs DEF (Will); whenever target makes a die roll, roll an extra die and ignore the highest result (save ends)

Scorching Burst: (radius 1 within 10) +19 vs DEF (Ref); 20 fire Damage

ABILITIES

Good • Human • Arcane

Unique

SPECIAL POWERS

❑❑❑ **Anyspell:** Use 1 , , or attack action of an adjacent Arcane ally, as though this creature had that attack action, using an Attack rating of +17 instead of its normal rating.

CHAMPION 2 ❑❑

• Use when an Arcane creature misses with an attack. Reroll that attack roll.

• Use at start of round. Arcane allies have +4 Attack and +5 Damage until end of round.

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33 Guenhwyvar

ATTACK ACTIONS

Claw: +14 vs AC; 10 Damage

LEVEL 9 | AC 23 | DEF 21 | SPEED 8 | HP 65

ABILITIES

Magical Beast • Planar

Unique; Hide

Delayed Appearance: This creature must start the battle off the battle map.

SPECIAL POWERS

Momentum: +5 Damage if this creature moved during this turn.

❑ **Onyx Figurine:** Use before you roll for initiative on any round after the first. Place this creature in your start area or adjacent to an allied champion.

Ripping Pounce: When this creature charges, it makes 1 extra attack against the target.

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25 Half-Ogre Barbarian

ATTACK ACTIONS

Greatsword: +10 vs AC; 20 Damage

❑ **Crowdsweeper:** (burst 1) automatic hit; 10 Damage. RECHARGE when 2 or more enemies are adjacent to this creature at end of its turn.

LEVEL 7 | AC 19 | DEF 17 | SPEED 7 | HP 60

ABILITIES

Ogre • Primal • Rage

Reach 2

SPECIAL POWERS

Bloodfury: +4 Attack and +10 Damage while Bloodied.

Gang Fighter: +1 AC for each enemy adjacent to this creature.

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5 Halfling Sneak

ATTACK ACTIONS

Dagger: +7 vs AC; 10 Damage

Thrown Dagger: (range 5) +5 vs DEF (Ref); 10 Damage

LEVEL 2 | AC 16 | DEF 18 | SPEED 6 | HP 25

ABILITIES

Halfling • Martial • Stealth

SPECIAL POWERS

Out of Nowhere: Replaces attack action: Until end of its next turn, this creature has Hide, +2 Attack, and +10 Damage.

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47 Nentyar Hunter

ATTACK ACTIONS

Short Sword: +19 vs AC; 10 Damage

Icy Arrows: (sight) 2 attacks, each against a different target, +19 vs AC each; 10 + 5 cold Damage each

LEVEL 12 | AC 24 | DEF 22 | SPEED 7 | HP 50

ABILITIES

Plant • Primal

Forest Walk: Forest terrain does not affect this creature's movement.

SPECIAL POWERS

Orc Slayer 5: +5 Damage against Orc targets.

Primal Archery: Immediate, when this creature hits with both Icy Arrows attacks; 1 ally within 5 squares of this creature makes a attack against the target of one of those attacks.

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31 Rikka, Angelic Avenger

ATTACK ACTIONS

Greatsword: +12 vs AC; 20 Damage

LEVEL 8 | AC 20 | DEF 22 | SPEED F8 | HP 75

ABILITIES

Good • Angel • Planar

Unique

Flight

Delayed Appearance: This creature must start the battle off the battle map.

SPECIAL POWERS

Aggressive 5: +5 Damage while not Bloodied.

❑ ❑ **Cure Wounds:** Minor action; this creature or an adjacent ally heals 20 HP.

❑ **Waylay:** Use before you roll for initiative on any round after the first. Place this creature in any victory area.

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15 Satyr

ATTACK ACTIONS

Hoof: +12 vs AC; 10 Damage

Shortbow: (sight) +10 vs AC; 10 Damage

❑ **Distracting Melody:** (burst 3, enemies only) +10 vs DEF (Will); Dazed. RECHARGE when first Bloodied.

LEVEL 5 | AC 19 | DEF 17 | SPEED 7 | HP 40

ABILITIES

Fey

SPECIAL POWERS

❑ **Leaping Stag Dance:** Minor action; each ally within 5 squares of this creature shifts 1 square.

❑ **Song of Freedom:** Minor action; 1 ally within 5 squares of this creature makes a save against an effect or condition with a duration of (save ends).

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19 Spirit Folk Fighter

ATTACK ACTIONS

Falchion: +13 vs AC; 15 Damage

❑ **Dizzying Blow:** +11 vs DEF (Fort); 15 Damage AND Immobilized

LEVEL 6 | AC 20 | DEF 20 | SPEED 7 | HP 45

ABILITIES

Martial

One with Nature: Forest and river terrain do not affect this creature's movement. This creature has +2 AC and +2 DEF while occupying forest or river terrain.

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27 Wizard Tactician

ATTACK ACTIONS

Staff: +15 vs AC; 10 Damage

❑ **Bigby's Slapping Hand:** (sight) +13 vs DEF (Will); target provokes opportunity attacks

Ice Blast: (blast 3) +13 vs DEF (Fort); 10 cold Damage AND Slowed

Flame Burst: (radius 1 within 10) +13 vs DEF (Ref); 15 fire Damage

LEVEL 9 | AC 20 | DEF 18 | SPEED 6 | HP 35

ABILITIES

Human • Arcane

SPECIAL POWERS

Tactical Magic: Whenever this creature's or attack has only 1 target, that attack has +5 Damage.

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61 Iron Golem

LEVEL 13 | AC 28 | DEF 23 | SPEED 5 | HP 80

ATTACK ACTIONS

Fist: +18 vs AC; 20 Damage

❑ **Poison Cloud:** (burst 2) +15 vs DEF (Fort); ongoing 10 poison Damage AND Weakened (save ends both)

ABILITIES

Construct

+4 DEF (Fort); Reach 2

Immune Fire, Poison

Inexorable: Can move through enemies.

Ponderous: Can't shift.

SPECIAL POWERS

Direct Orders: +5 Damage while within 5 squares of an allied champion.

❑ ❑ **Spell Deflection:** Immediate, when hit by an attack from an Arcane creature; the attack misses instead.

48 Justicator

LEVEL 12 | AC 26 | DEF 26 | SPEED F6 | HP 75

ATTACK ACTIONS

Greatsword: +19 vs AC; 20 Damage

❑ **Resounding Strike:** +18 vs AC; 20 Damage AND Immobilized AND push 2 squares. RECHARGE when an enemy within 2 squares of this creature attacks an ally.

ABILITIES

Planar

Flight

Reach 2

SPECIAL POWERS

❑ **Swift Justice:** Immediate, when an ally within 10 squares of this creature is destroyed by an enemy; place this creature in a square that was occupied by that ally, then make a attack against that enemy.

Wrath 5: Once an ally has been destroyed, this creature has +5 Damage until end of battle.

23 Mercenary Sergeant

LEVEL 7 | AC 24 | DEF 20 | SPEED 5 | HP 50

ATTACK ACTIONS

Longsword: +14 vs AC; 15 Damage

Guiding Strike: +14 vs AC; 15 Damage AND 1 ally within 5 squares of this creature has +2 Attack against the target until end of that ally's next turn

ABILITIES

Human • Martial

SPECIAL POWERS

For a Price: Use at start of round, once per round; spend 5 VP, then choose 1 effect.

Spur On: This creature has +2 Attack and +10 Damage until end of round.

Tactical Surge: Roll 1 extra d20 for initiative this round.

24 Xorn

LEVEL 8 | AC 22 | DEF 20 | SPEED 5 | HP 55

ATTACK ACTIONS

Bite: +13 vs AC; 15 Damage

ABILITIES

Elemental • Earth

Burrow

All-Around Vision: This creature does not grant combat advantage to enemies for flanking.

SPECIAL POWERS

❑ **Phase into Ground:** Minor action; remove this creature from the battle map. At start of next round, place this creature on the battle map in a legal space nearest to its previous space, then make a attack with +2 Attack.

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6 Monitor Lizard

LEVEL 2 | AC 18 | DEF 14 | SPEED 6 | HP 25

ATTACK ACTIONS

Toothy Maw: +9 vs AC; 10 Damage

ABILITIES

Beast

SPECIAL POWERS

❑ **Warning Hiss:** Immediate, use at any time: 1 ally within 6 squares of this creature does not grant combat advantage until end of round.

22 Ankheg

LEVEL 6 | AC 20 | DEF 18 | SPEED 5 | HP 50

ATTACK ACTIONS

Mandibles: +11 vs AC; 10 + 5 acid Damage

❑ **Acid Spit:** (blast 3) +9 vs DEF (Ref); 15 acid Damage. RECHARGE when first Bloodied.

ABILITIES

Beast

Burrow

SPECIAL POWERS

Burrowing Ambush: Minor action; choose any number of enemies that cannot see this creature; +10 Damage against those enemies until end of turn.

Feast: Whenever this creature eliminates an adjacent enemy, it heals 10 HP and is Immobilized until end of turn.

23 Xen'drik Champion

LEVEL 8 | AC 22 | DEF 20 | SPEED 7 | HP 50

ATTACK ACTIONS

Drow Long Knife: +13 vs AC; 15 Damage

Shortbow: (sight) +13 vs AC; 5 Damage

ABILITIES

Drow • Martial

SPECIAL POWERS

❑ **Blaze of Instinct:** Immediate, when this creature is hit by an attack; that attack misses instead.

Skirmish 10: +10 Damage this turn if this creature moved at least 2 squares from where it started its turn before attacking.

89 Artemis Entreri

LEVEL 14 | AC 27 | DEF 25 | SPEED 4 | HP 95

ATTACK ACTIONS

Charon's Claw: +19 vs AC; 15 Damage

❑ **Jeweled Dagger:** (range 10) +19 vs AC; 10 + 10 necrotic Damage

ABILITIES

Evil • Human • Martial

Unique; Hide

Multi-Activation 2: Activates twice per round.

Quick Step 2: Can shift 2 squares instead of 1.

SPECIAL POWERS

❑ **Backstab:** Use with Sneak Attack; +20 Damage on that attack. RECHARGE when no enemy is within 10 squares at start of this creature's turn.

Legendary Assassin: Use when this creature destroys a Unique enemy; score +10 VP.

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

41 Dark Naga

LEVEL 10 | AC 23 | DEF 23 | SPEED 7 | HP 70

ATTACK ACTIONS

Bite: +15 vs AC; 15 Damage

❑❑ **Bigby's Slapping Hand:** (nearest) +14 vs DEF (Ref); target provokes opportunity attacks

❑ **Lightning Bolt:** (line 10) +14 vs DEF (Ref); 20 lightning Damage, 10 lightning on miss

❑ **Tail Sting:** +14 vs AC; 10 poison Damage AND Helpless

ABILITIES

Immortal • Magical Beast

Immune Poison

Conceal 6

SPECIAL POWERS

Naga's Guidance: Immortal allies within 5 squares of this creature have +2 Attack.

14 Dolgaunt Monk

LEVEL 4 | AC 16 | DEF 18 | SPEED 8 | HP 35

ATTACK ACTIONS

Talons: +9 vs AC; 10 Damage

Tentacle Whip: (Reach 2) +7 vs DEF (Fort); 15 Damage AND Weakened AND this creature heals 5 HP

ABILITIES

Evil • Aberrant • Ki

Blind: Immune to attack actions and special powers with Gaze in their name.

Blindsight: Ignores Conceal; treats invisible creatures as visible.

33 Duergar Champion

LEVEL 9 | AC 24 | DEF 20 | SPEED 6 | HP 55

ATTACK ACTIONS

Maul: +16 vs AC; 15 Damage

❑ **Beard Quills:** (range 6) +15 vs AC; 5 Damage AND ongoing 5 poison Damage (save ends)

ABILITIES

Evil • Duergar

+4 DEF (Fort)

Conceal 6

SPECIAL POWERS

Awareness: Can make an opportunity attack against an adjacent enemy that shifts.

Cleave: Immediate, when this creature's attack destroys an enemy; make a attack. Usable once per turn.

23 Half-Orc Executioner

LEVEL 8 | AC 19 | DEF 18 | SPEED 6 | HP 65

ATTACK ACTIONS

Henkersbeil: +10 vs AC; 20 Damage

ABILITIES

Half-Orc • Martial

SPECIAL POWERS

Executioner's Blade: +4 Attack and +10 Damage against Bloodied targets.

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

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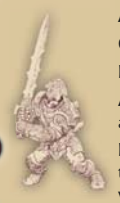
45 Helmed Horror

LEVEL 11 | AC 27 | DEF 25 | SPEED F6 | HP 70

ATTACK ACTIONS

Imbued Sword: +18 vs AC; 10 + 10 fire Damage

Crossbow: (nearest) +14 vs AC; 15 Damage



ABILITIES

Construct

Flight

Arcane Defense: +2 DEF against Arcane creatures.

Blindsight: Ignores Conceal; treats invisible creatures as visible.

Slow Reload: Can't make a attack and move on the same turn.

3 Kobold Miner

LEVEL 1 | AC 15 | DEF 13 | SPEED 6 | HP 20

ATTACK ACTIONS

Pickaxe: +6 vs AC; 5 Damage

ABILITIES

Kobold

Wandering Monster: Sets up in a random victory area.

Beneath Contempt: Worth 0 VP when eliminated.

SPECIAL POWERS

Jittery: Whenever this creature is attacked, it takes 5 psychic Damage.

13 Skeletal Equiceph

LEVEL 5 | AC 21 | DEF 17 | SPEED 6 | HP 40

ATTACK ACTIONS

Halberd: +12 vs AC; 10 Damage

ABILITIES

Undead

Reach 2

SPECIAL POWERS

Battlefield Control: Whenever this creature hits with an opportunity attack, the target is also Immobilized.

Opportunity Attacker: +5 Damage with opportunity attacks.

53 Troglodyte Captain

LEVEL 11 | AC 27 | DEF 25 | SPEED 6 | HP 75

ATTACK ACTIONS

Morningstar: +18 vs AC; 20 Damage

ABILITIES

Evil • Troglodyte

SPECIAL POWERS

Bloodrage 5: +5 Damage while Bloodied.

❑ **Come and Get It:** Replaces attack action: Pull each enemy within 3 squares adjacent to this creature, then make a attack against each adjacent enemy. RECHARGE when first Bloodied.

Stench: Adjacent living creatures have -2 Attack; Troglodytes immune.

CHAMPION 4 ❑❑❑❑

- Use at start of round. Until end of round, allies have +5 Damage against creatures affected by Stench.
- Use when a Troglodyte ally eliminates an enemy. That ally takes an immediate attack action.

95 Balor

LEVEL 16 | AC 27 | DEF 25 | SPEED F8 | HP 110

ATTACK ACTIONS

Lightning Sword: +19 vs AC; 15 + 15 lightning Damage

Flaming Whip: (Reach 4) +19 vs AC; 15 + 15 fire Damage AND Immobilized AND pull adjacent

Demonic Domination: (range 10, Bloodied enemy only) +17 vs DEF (Will); Dominated

ABILITIES

Evil • Elemental • Demon

Flight; Reach 2

Resist 20 Fire

SPECIAL POWERS

Death Throes: Immediate, when destroyed; all creatures within 2 squares take 20 fire Damage.

Red Tide: While this creature is Bloodied, treat its Champion rating as 4 for determining initiative.

CHAMPION 1

- Use when an ally's attack misses. Reroll at +5.
- Use at start of opponent's turn. You choose the next creature that opponent activates.

8 Dark Creeper

LEVEL 3 | AC 16 | DEF 14 | SPEED 6 | HP 30

ATTACK ACTIONS

Dagger: +8 vs AC; 10 Damage

Thrown Dagger: (range 5) +8 vs AC; 10 Damage

ABILITIES

Shadow

SPECIAL POWERS

Killing Dark: Immediate, when destroyed; this creature's space and adjacent squares contain smoke terrain (in addition to existing terrain) until end of next round.

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

53 Death Slaad

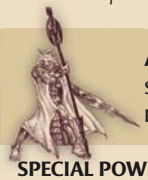
LEVEL 12 | AC 25 | DEF 24 | SPEED F6 | HP 75

ATTACK ACTIONS

Longsword: +17 vs AC; 20 Damage

Stunning Rend: +17 vs AC; 20 Damage AND Followup

Followup: +15 vs DEF (Fort); Stunned



ABILITIES

Slaad • Chaos

Flight

SPECIAL POWERS

Chaos Storm: Use when you win initiative; RECHARGE Stunning Rend AND all enemies have -2 Attack until end of round.

CHAMPION 2

- Use at start of round; Roll 1d20. 1-10: Slaad allies have +2 DEF and +10 Damage until end of round. 11-20: Slaad allies have +2 AC and +4 Attack until end of round.

12 Dire Bat

LEVEL 4 | AC 20 | DEF 16 | SPEED F6 | HP 35

ATTACK ACTIONS

Bite: +11 vs AC; 10 Damage

Screech: (blast 3) +9 vs DEF (Fort); 10 thunder Damage AND Dazed

ABILITIES

Beast

Flight

Blindsight 5: Within 5 squares of this creature, ignores Conceal and treats invisible creatures as visible.

SPECIAL POWERS

Natural Soul: +2 Attack and +5 Damage while an allied Primal champion is within 5 squares of this creature.

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56 Draegloth

LEVEL 12 | AC 24 | DEF 22 | SPEED 7 | HP 90

ATTACK ACTIONS

Claw: +15 vs AC; 30 Damage

Lolth's Blight: (radius 1 within 10) +13 vs DEF (Ref); 20 necrotic Damage

Rage of Lolth: (burst 1, enemies only): +15 vs AC; 30 Damage AND Slowed (save ends)

ABILITIES

Evil • Demon • Drow

Penetrating Sight: Ignores smoke terrain.

Reach 2

SPECIAL POWERS

Cloud of Darkness: Minor action; until start of this creature's next turn, squares adjacent to this creature contain smoke terrain (in addition to existing terrain).

52 Drow Arachnomancer

LEVEL 12 | AC 26 | DEF 24 | SPEED 6 | HP 70

ATTACK ACTIONS

Spider Rod: +19 vs AC; 10 Damage AND Immobilized (save ends)

Spider Curse: (sight) +17 vs DEF (Will); 10 necrotic Damage AND Weakened AND ongoing 5 necrotic Damage (save ends both). RECHARGE when no creature is affected by this power.

ABILITIES

Evil • Drow • Arcane

Resist 20 Poison

Strength in Numbers 1: Increase your warband's creature limit by 1.

SPECIAL POWERS

Favor of Lolth: (Summoning) During setup, choose up to 3 Spider creatures in your warband costing up to 15 points each. These creatures start off the battle map. At start of any round after the first, place those creatures within 5 squares of this creature.

Lolth's Judgment: Spider allies have +2 Attack.

25 Drow Arcane Guard

LEVEL 7 | AC 21 | DEF 19 | SPEED 6 | HP 50

ATTACK ACTIONS

Spiked Chain: +12 vs AC; 15 Damage

Burning Hands: (blast 3) +10 vs DEF (Ref); 15 fire Damage

Frost Ray: (range 5) +10 vs DEF (Fort); 10 cold Damage AND Slowed

ABILITIES

Drow • Arcane

Conceal 6

Reach 2

SPECIAL POWERS

Not There: Immediate, when this creature is targeted by an attack; teleport 5 squares.

62 Gray Render

LEVEL 13 | AC 25 | DEF 23 | SPEED 6 | HP 95

ATTACK ACTIONS

Rending Claws: +16 vs AC; 30 Damage

Grab and Crush: +15 vs AC; 20 Damage AND Immobilized (save ends)

Throw Enemy: (Large or smaller target only) +16 vs AC; 20 Damage AND push 5 squares. If this creature pushes a target at least 3 squares, the target and 1 creature adjacent to it each take 20 Damage.

ABILITIES

Magical Beast

Immune Immobilized, Slowed

Reach 2

SPECIAL POWERS

Murderous: On its turn, this creature cannot move or attack a non-Bloodied target while adjacent to a Bloodied enemy.

28 Grimlock Barbarian

LEVEL 8 | AC 20 | DEF 18 | SPEED 6 | HP 65

ATTACK ACTIONS

Greataxe: +11 vs AC; 25 Damage

Frenzied Attack: (only while Bloodied) Make 2 attacks.

ABILITIES

Grimlock • Primal • Rage

Blind: Immune to attack actions and special powers with Gaze in their name.

Blindsight: Ignores Conceal; treats invisible creatures as visible.

SPECIAL POWERS

Grimlock Rage: Use when an enemy becomes Bloodied while adjacent to this creature; this creature gains +10 HP. This can increase this creature's HP above its starting total, though it is considered Bloodied only at 30 HP or fewer.

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41 Half-Fiend Ogre

LEVEL 10 | AC 24 | DEF 22 | SPEED F7 | HP 65

ATTACK ACTIONS

Falchion: +17 vs AC; 20 Damage

Blight: (radius 1 within 10) +14 vs DEF (Fort); 20 necrotic Damage AND Good creatures are Dazed

ABILITIES

Evil • Demon • Ogre

Flight

Resist 5 Fire

Reach 2

SPECIAL POWERS

Disruptive Presence: Other creatures within 2 squares of this creature cannot make , , or attacks.

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48 Hunched Giant

LEVEL 11 | AC 23 | DEF 21 | SPEED 6 | HP 85

ATTACK ACTIONS

Warhammer: +14 vs AC; 25 Damage

Wall Pound: (target adjacent to wall) +14 vs AC; 30 Damage AND Immobilized (save ends). RECHARGE when first Bloodied.

ABILITIES

Giant

+4 DEF (Fort)

Reach 2

SPECIAL POWERS

Threatening Reach: Can make opportunity attacks against enemies within Reach.

Unfurl: +2 Attack and +5 Damage against Large or larger targets.

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67 Large Deep Dragon

LEVEL 14 | AC 28 | DEF 26 | SPEED F7 | HP 85

ATTACK ACTIONS

Bite: +21 vs AC; 20 Damage

Psychotropic Breath: (blast 5) +19 vs DEF (Fort); 20 psychic Damage AND ongoing 5 psychic Damage (save ends). RECHARGE when first Bloodied.

Snake Strike: +19 vs DEF (Ref); 15 Damage AND Immobilized

ABILITIES

Dragon • Stealth

Flight; Reach 2

Blindsight: Ignores Conceal; treats invisible creatures as visible.

SPECIAL POWERS

Deadly Hunter: Enemies that have not activated this round grant combat advantage to this creature.

CchampIon 2

- Use at start of round. Drow and Stealth allies have +2 Attack and +10 Damage until end of round.
- Use when a Dazed enemy fails a save. Slide that enemy 3 squares.

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7 Lolth's Sting

LEVEL 3 | AC 17 | DEF 15 | SPEED 6 | HP 30

ATTACK ACTIONS

Rapier: +8 vs AC; 10 Damage

ABILITIES

Drow • Martial • Stealth

SPECIAL POWERS

Ghost Step: Minor action; this creature is invisible until end of turn. RECHARGE when first Bloodied.

Skulking Strike 15: +15 Damage while this creature is invisible to target.

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27 Mounted Drow Patrol

LEVEL 8 | AC 22 | DEF 20 | SPEED 7 | HP 55

ATTACK ACTIONS

Lance: +13 vs AC; 10 + 5 cold Damage

Mounted Attack: This creature moves up to its Speed and makes a attack at any time during its move.

ABILITIES

Drow • Mounted

Wall Walker: This creature is considered to have Flight while moving if it begins its move adjacent to a wall.

Conceal 6

Reach 2

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5 Orc Skeleton

LEVEL 1 | AC 13 | DEF 11 | SPEED 6 | HP 25

ATTACK ACTIONS

Falchion: +4 vs AC; 15 Damage

Brutal Strike: +4 vs AC; 25 Damage AND this creature is Immobilized until end of its next turn. RECHARGE when this attack misses.

ABILITIES

Undead

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102 Roper

LEVEL 14 | AC 28 | DEF 25 | SPEED 3 | HP 105

ATTACK ACTIONS

Bite: +19 vs AC; 20 Damage

Tentacles: (Reach 4) 2 attacks, each against a different target, +17 vs DEF (Fort); 10 Damage AND Weakened

Reel In: (range 10) +17 vs DEF (Fort); 15 Damage AND pull 4 squares

ABILITIES

Magical Beast

SPECIAL POWERS

Feed: Replaces attack action: Make any attack and a attack.

Lashing Tentacles: Immediate, when first Bloodied; make 2 Tentacles attacks.

Opportunity Reach 2: Can make opportunity attacks against targets within 2 squares.

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9 Spider of Lolth

LEVEL 4 | AC 18 | DEF 16 | SPEED 6 | HP 35

ATTACK ACTIONS

Fangs: +9 vs AC; 5 Damage AND ongoing 5 poison Damage (save ends)

Mucilaginous Venom: (range 5) +7 vs DEF (Ref); 10 poison Damage AND Immobilized

ABILITIES

Beast • Spider

Wandering Monster: Sets up in a random victory area.

SPECIAL POWERS

Easy Prey: +5 Damage against Immobilized enemies.

Murderous: On its turn, this creature cannot move or attack a non-Bloodied target while adjacent to a Bloodied enemy.

15 Swarm of Spiders

LEVEL 5 | AC 21 | DEF 19 | SPEED 5 | HP 40

ATTACK ACTIONS

A Thousand Fangs: +12 vs AC; 5 + 5 poison Damage

ABILITIES

Beast • Spider • Swarm

Stable Footing: Difficult terrain does not affect this creature's movement.

Wandering Monster: Sets up in a random victory area.

Swarm: Half Damage from and attacks; +5 Damage from and attacks.

SPECIAL POWERS

Swarm Attack: Whenever an enemy starts its turn adjacent to this creature, make a attack against that enemy. Hit or miss, that enemy is Slowed until end of turn.

24 Troglodyte Barbarian

LEVEL 7 | AC 19 | DEF 17 | SPEED 7 | HP 60

ATTACK ACTIONS

Claws: +10 vs AC; 20 Damage

ABILITIES

Troglodyte • Rage

SPECIAL POWERS

Battle Frenzy: +10 Damage while Bloodied.

Stench: Adjacent living creatures have -2 Attack; Troglodytes immune.

24 Winter Wolf

LEVEL 8 | AC 23 | DEF 21 | SPEED 8 | HP 55

ATTACK ACTIONS

Bite: +14 vs AC; 15 Damage

Freezing Breath: (blast 5) +12 vs DEF (Ref); 15 cold Damage AND Slowed. RECHARGE when first Bloodied.

ABILITIES

Beast • Wolf • Cold

SPECIAL POWERS

Pack Tactics: Enemies adjacent to an ally of this creature grant combat advantage to this creature.

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Underdark™ Credits

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